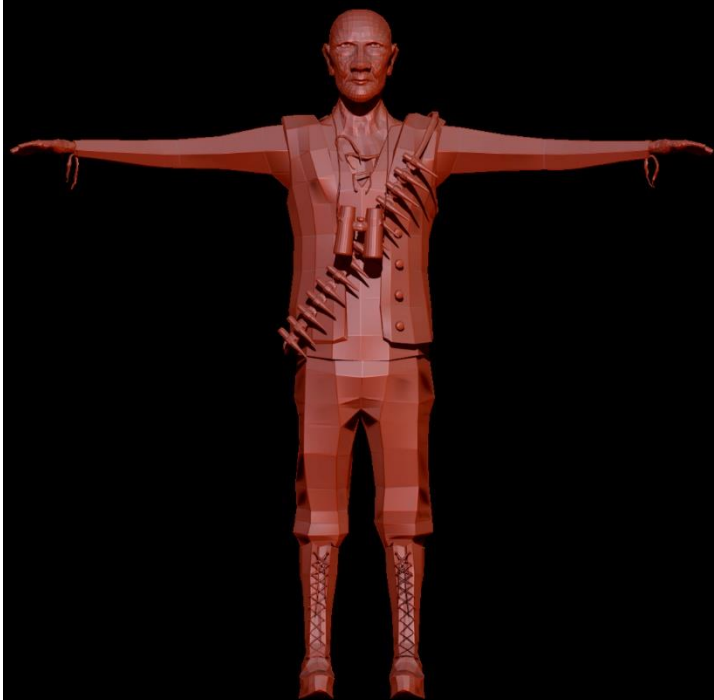


TFG

DISEÑO Y MODELADO DE UN PERSONAJE PARA VIDEOJUEGO 3D. ANEXO DE IMÁGENES.

Presentado por David Mayo Murube
Tutor: Francisco Martí Ferrer

Facultat de Belles Arts de Sant Carles
Grado en Bellas Artes
Curso 2015-2016



35.000 Polígonos



5 millones de polígonos



35 millones de polígonos



Topología



Polypaint





900 POLIGONOS

60.000 POLIGONOS

3 MILLO NES POLIGONOS

RETOPOLOGIA

POLYPAINT



254 polígonos



4.000 polígonos



1 millón de polígonos



Topología



Polypaint



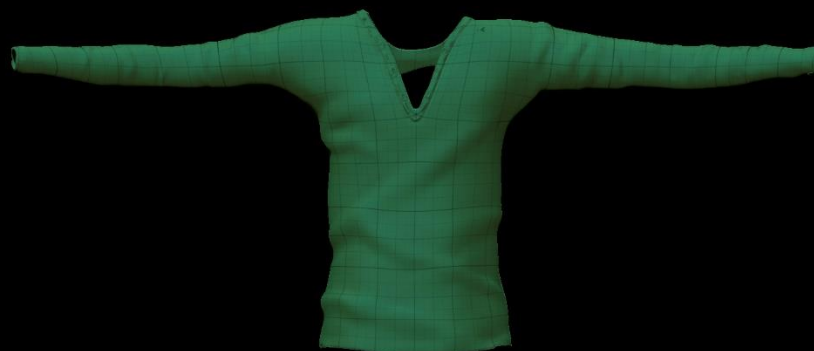
244 polígonos



15.000 polígonos



3 millones de polígonos



Topología



Polypaint



208 polígonos



3.200 polígonos



800.000 polígonos



Topología



Polypaint



4.700 polígonos



200.000 polígonos



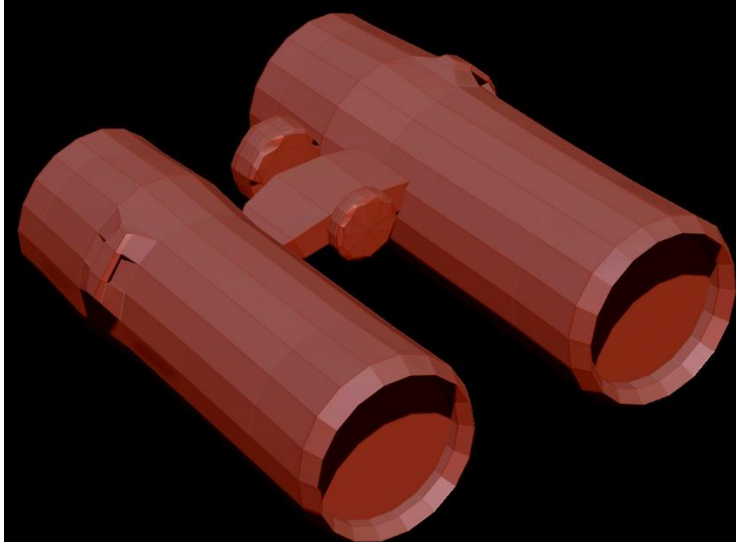
6 millones de polígonos



Topología



Polypaint



650 polígonos



30.000 polígonos



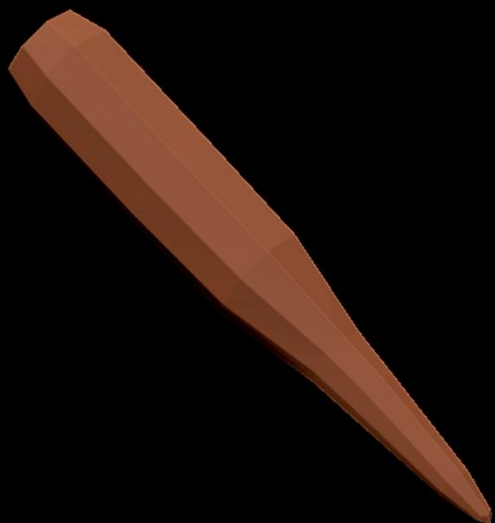
3 millones de polígonos



Topología



Polypaint



74 polígonos



4.000 polígonos



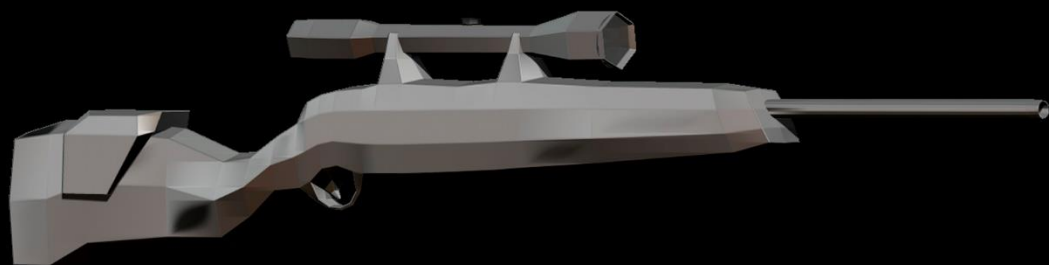
Topología



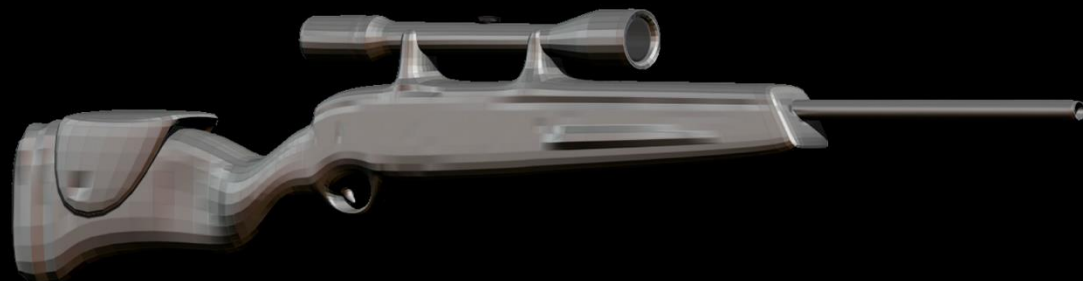
Polypaint



Cinturón con balas duplicadas



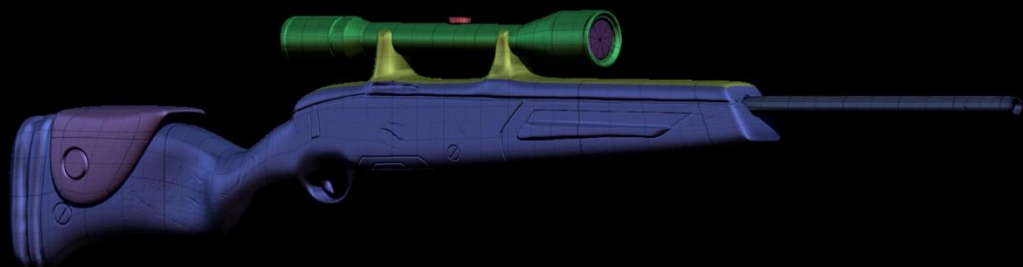
1.000 polígonos



100.000 polígonos



5 millones de polígonos

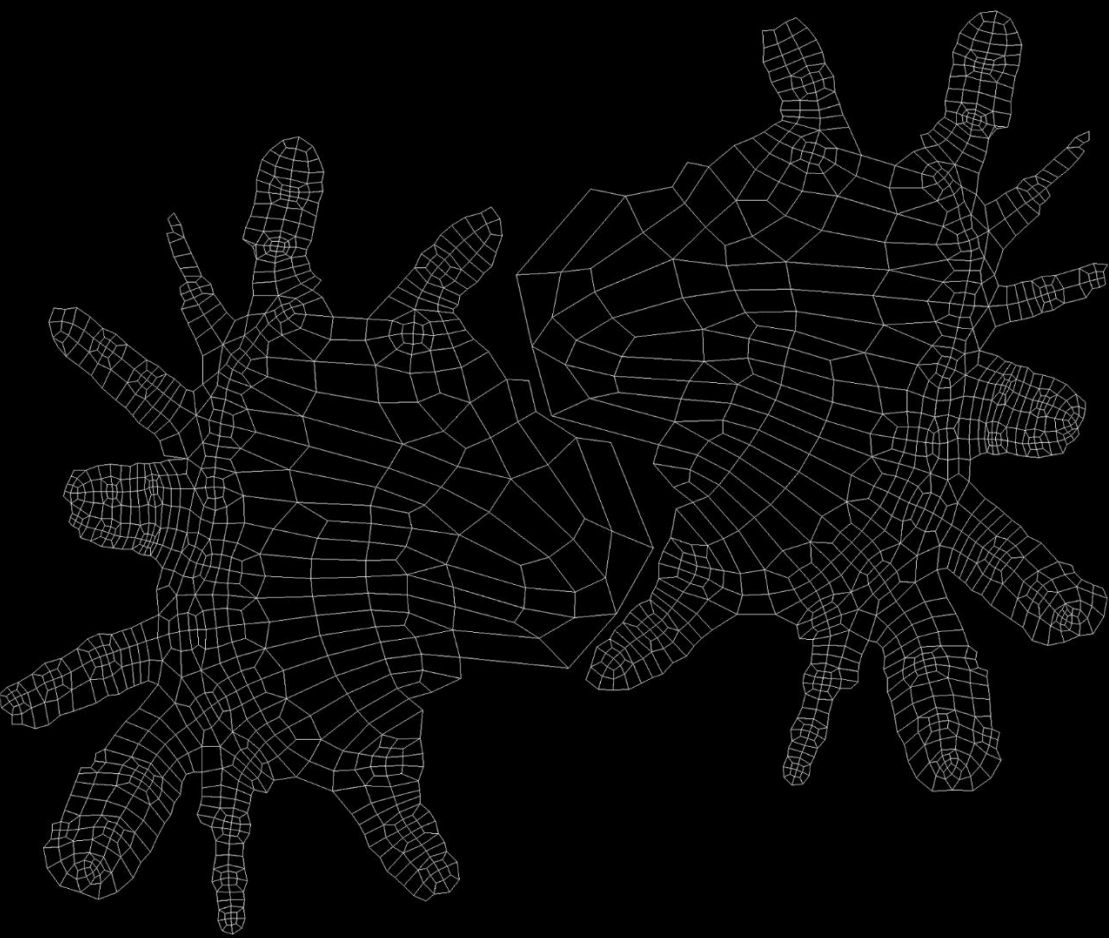


Topología

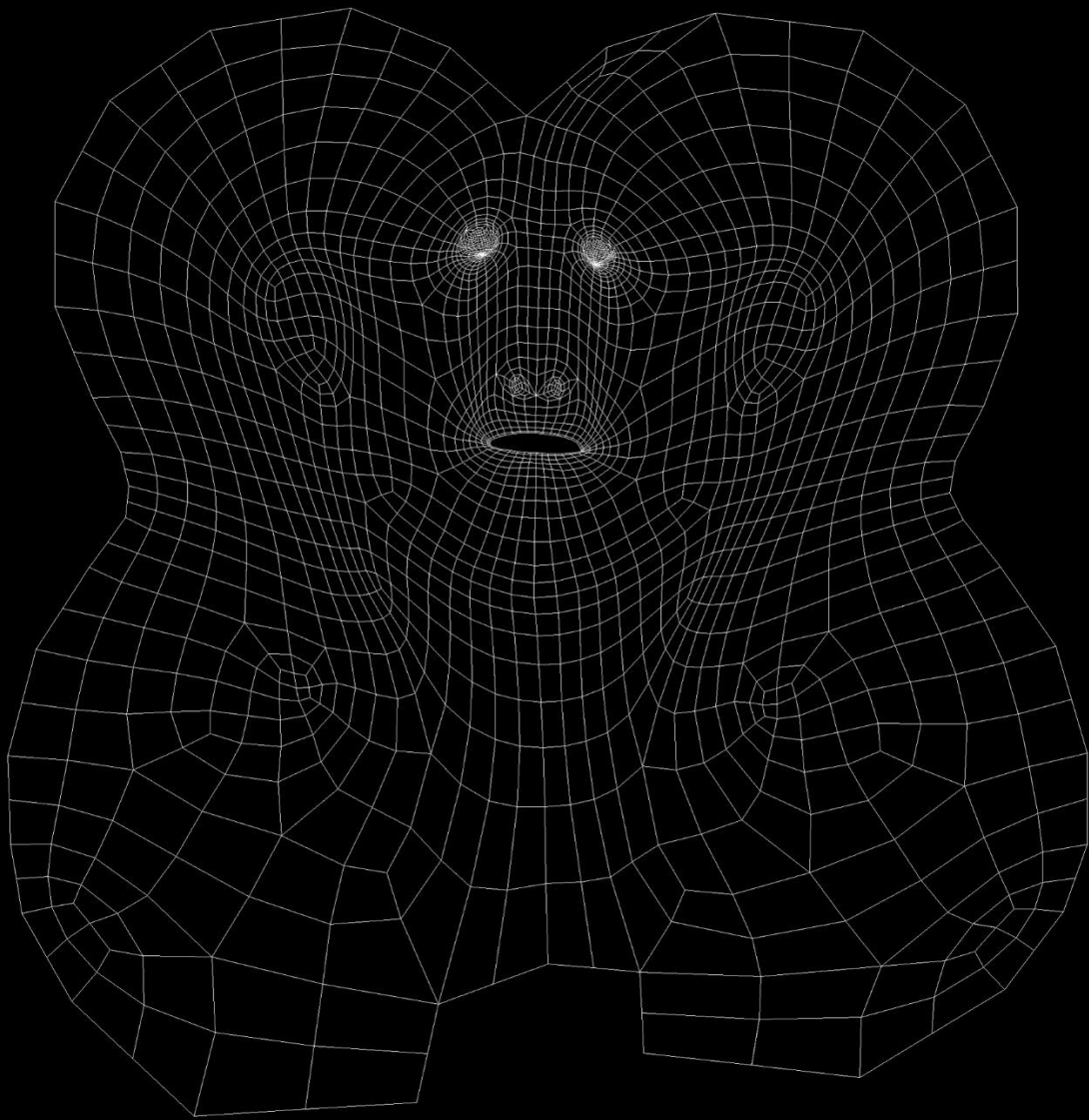


Polypaint

Desplegado de coordenadas UVs de la anatomía del personaje

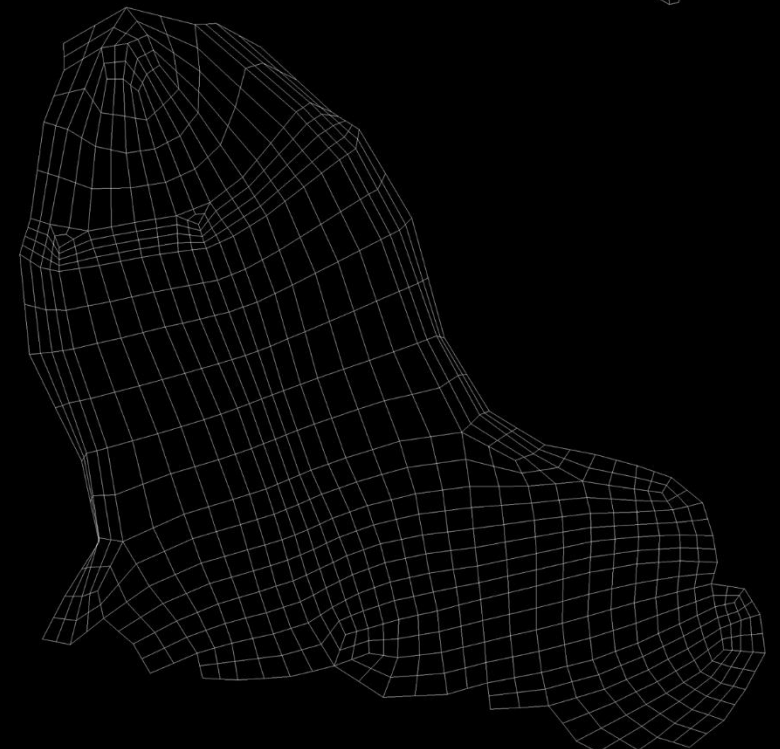
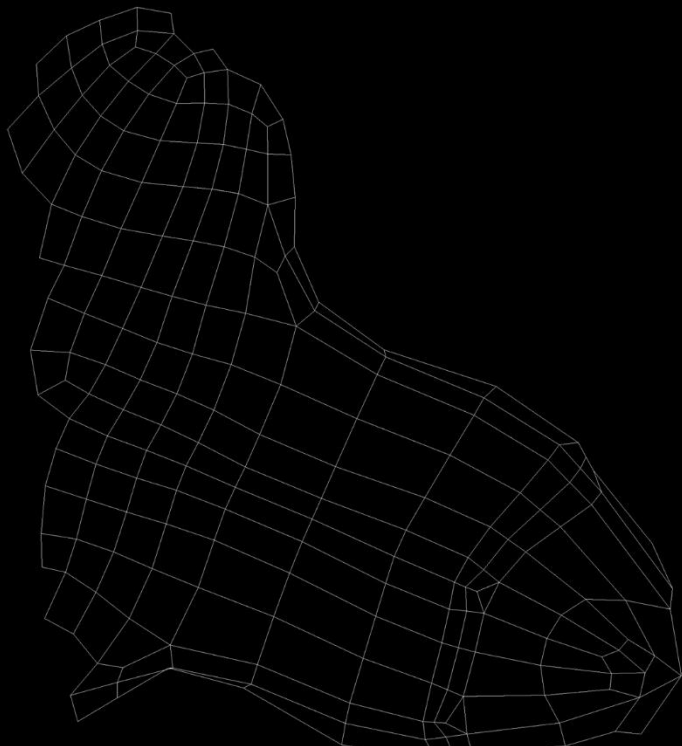
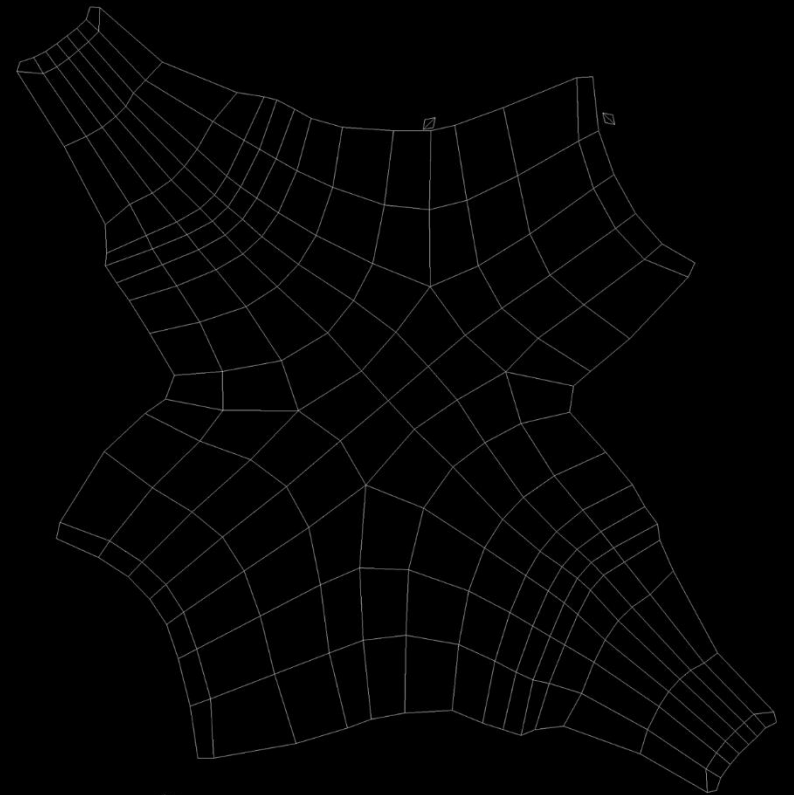
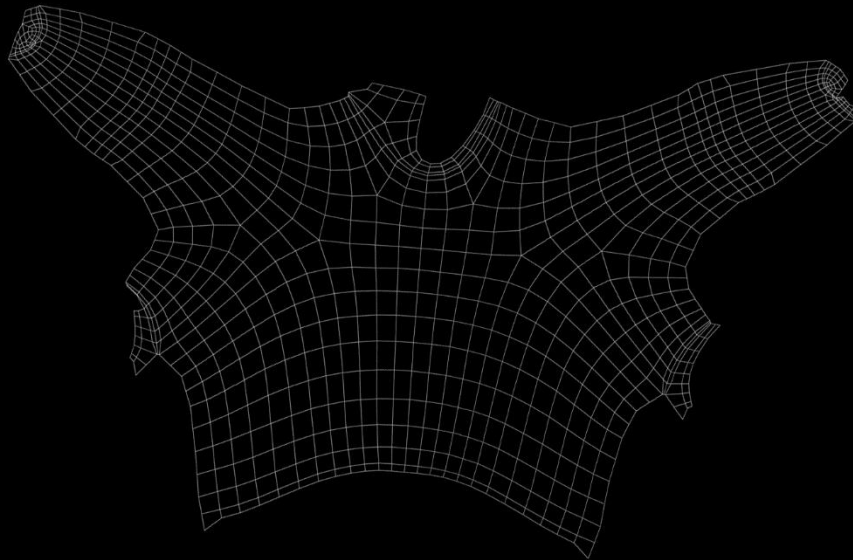


Manos

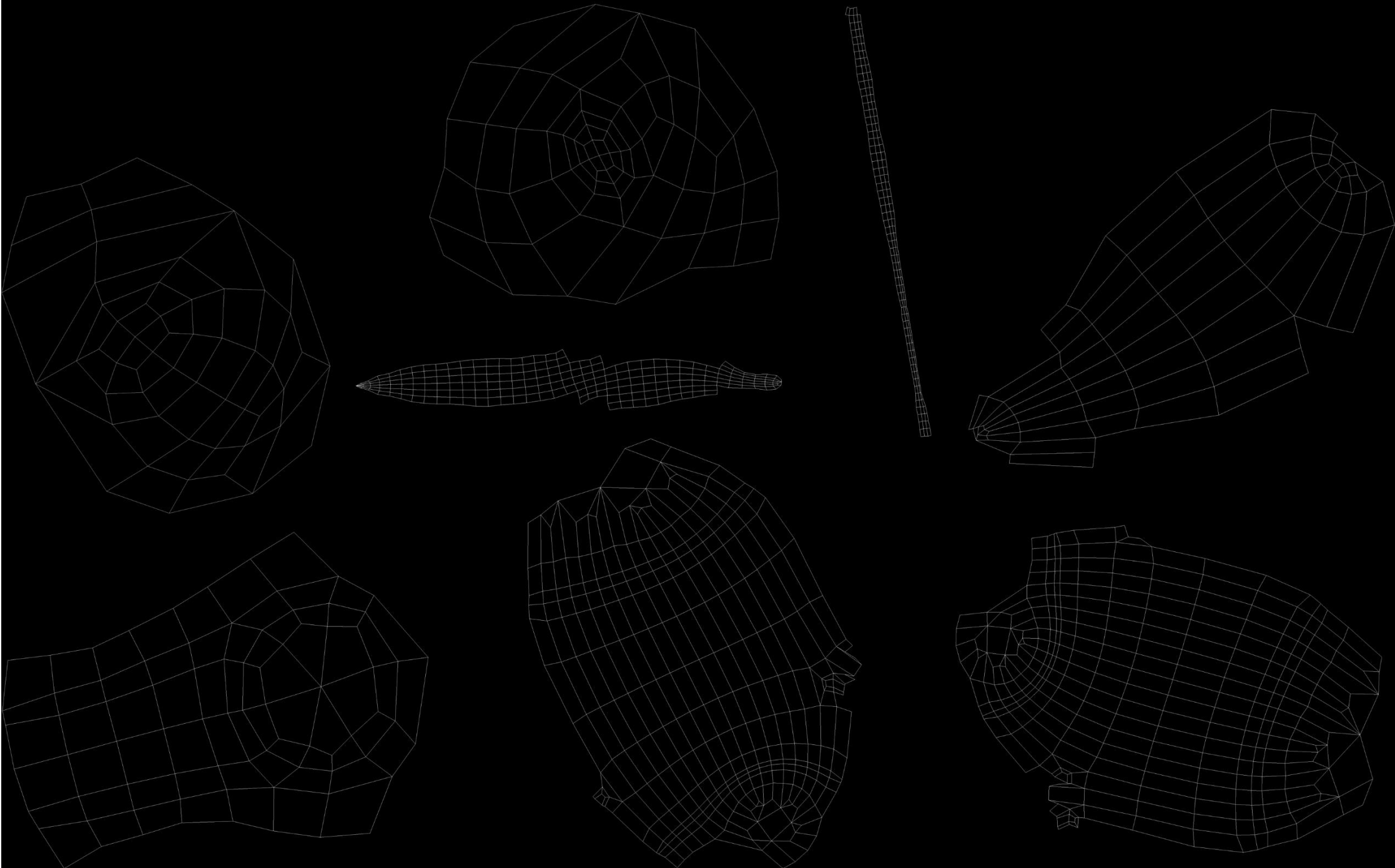


Cabeza

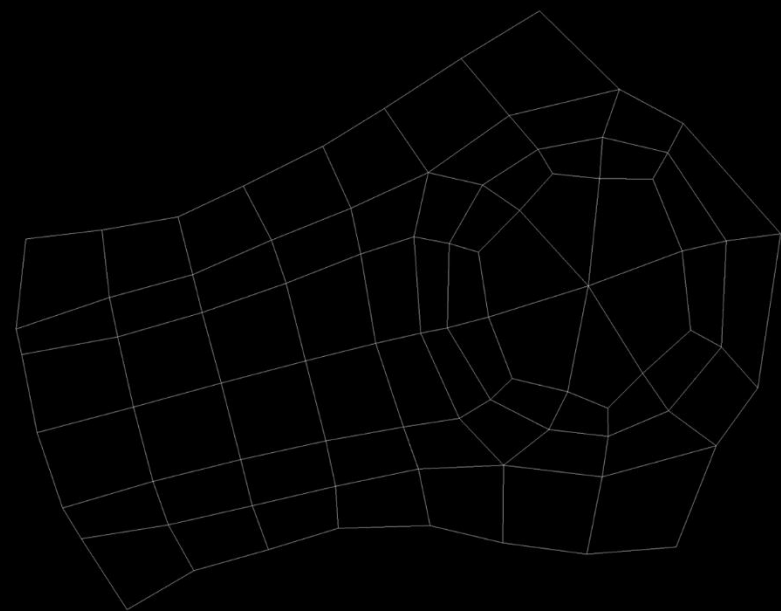
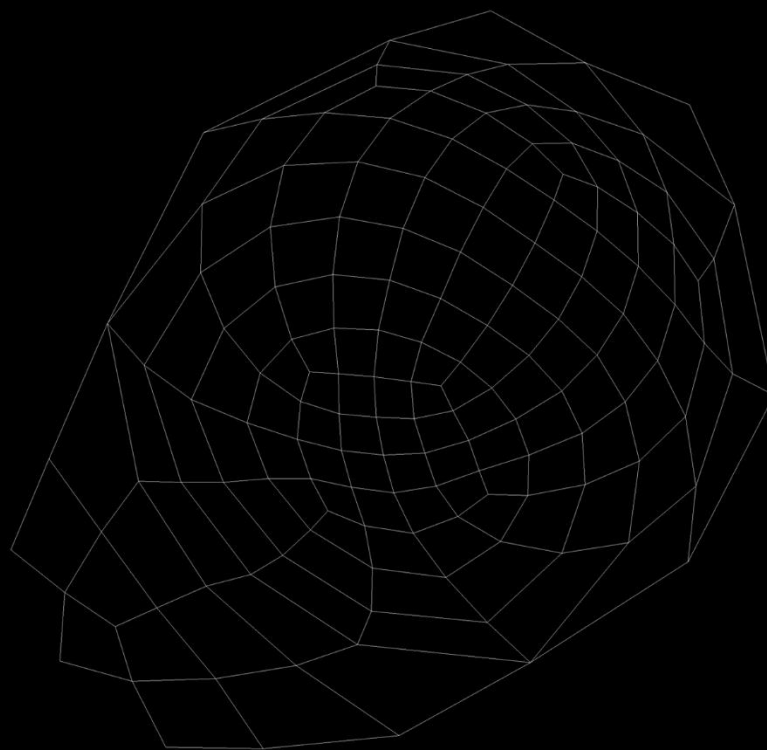
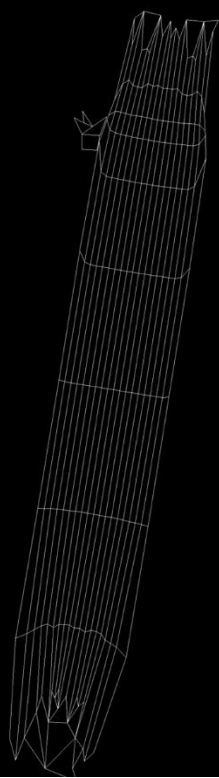
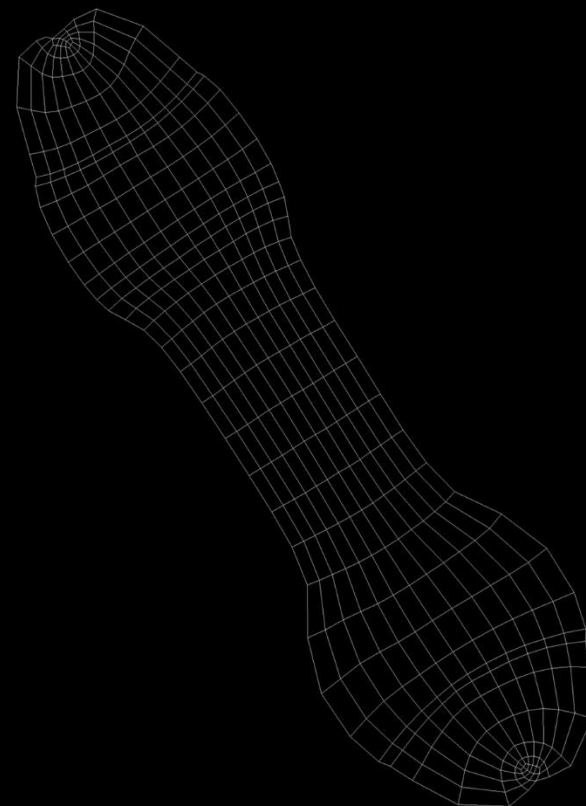
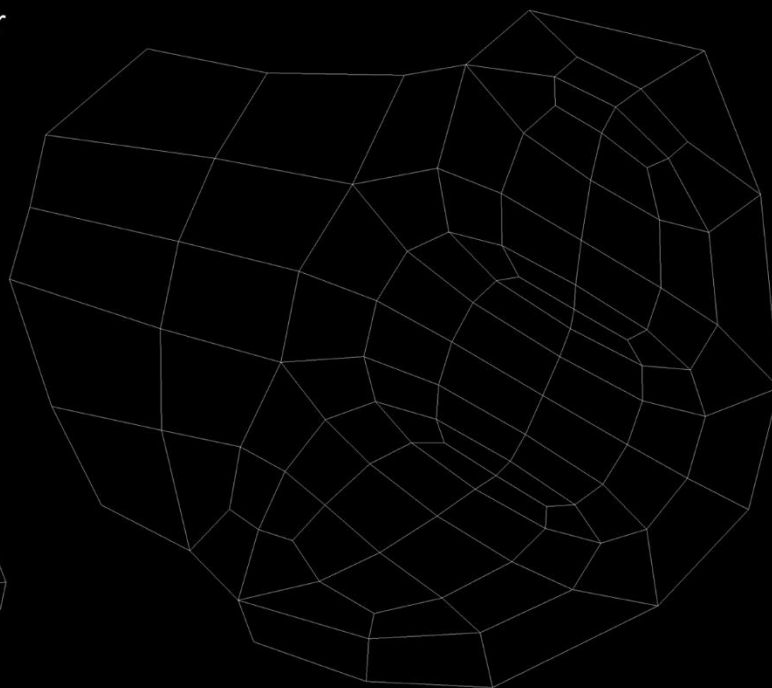
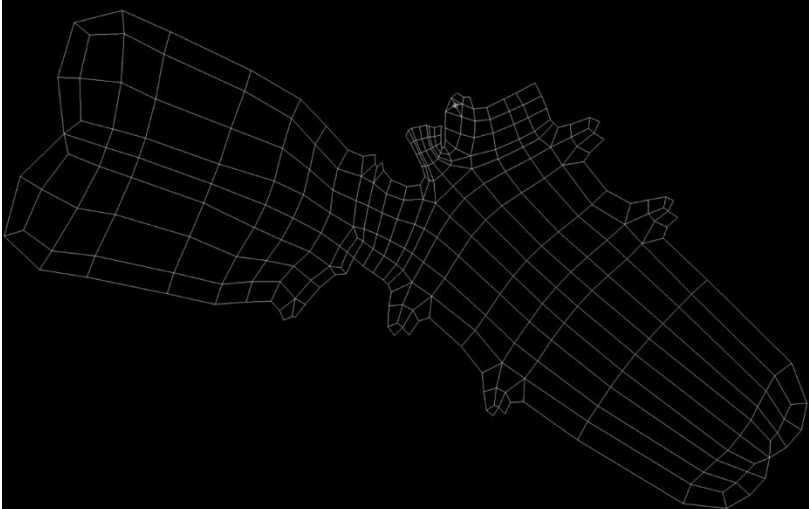
Desplegado de coordenadas UVs ropa



Desplegado de coordenadas Uvs de props

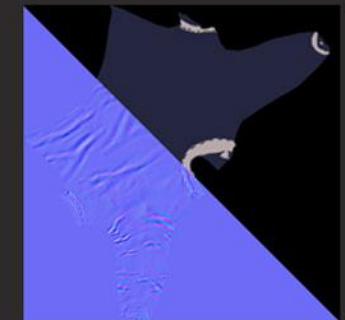
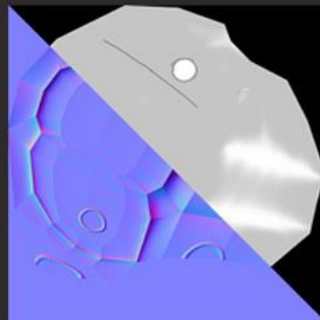
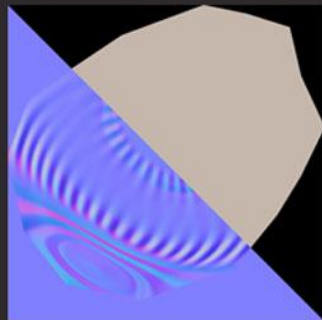
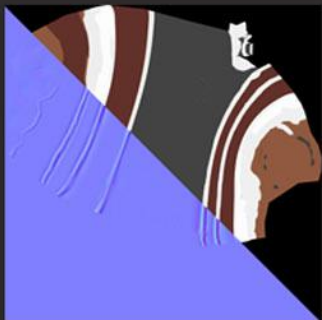
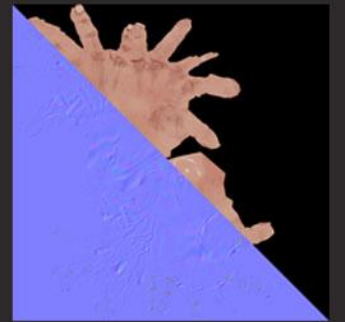
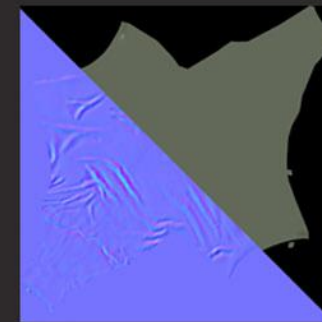
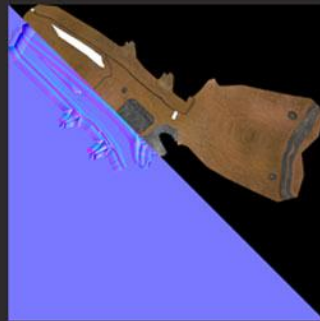
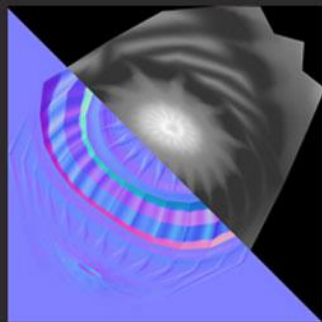
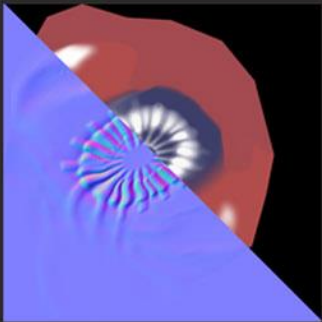
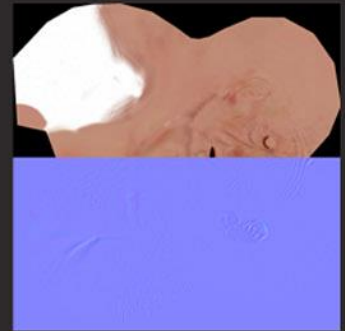
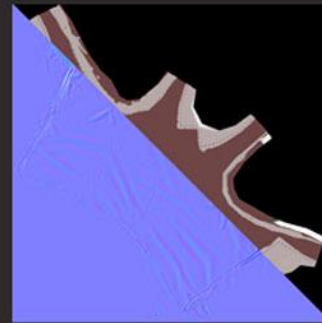
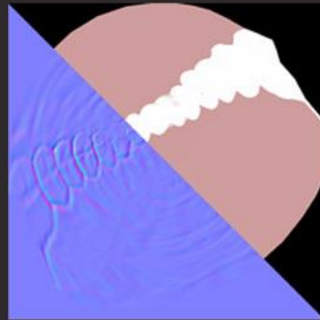
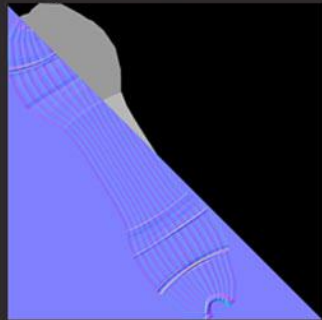
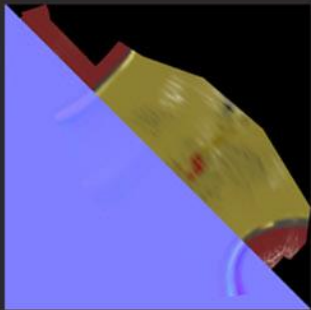


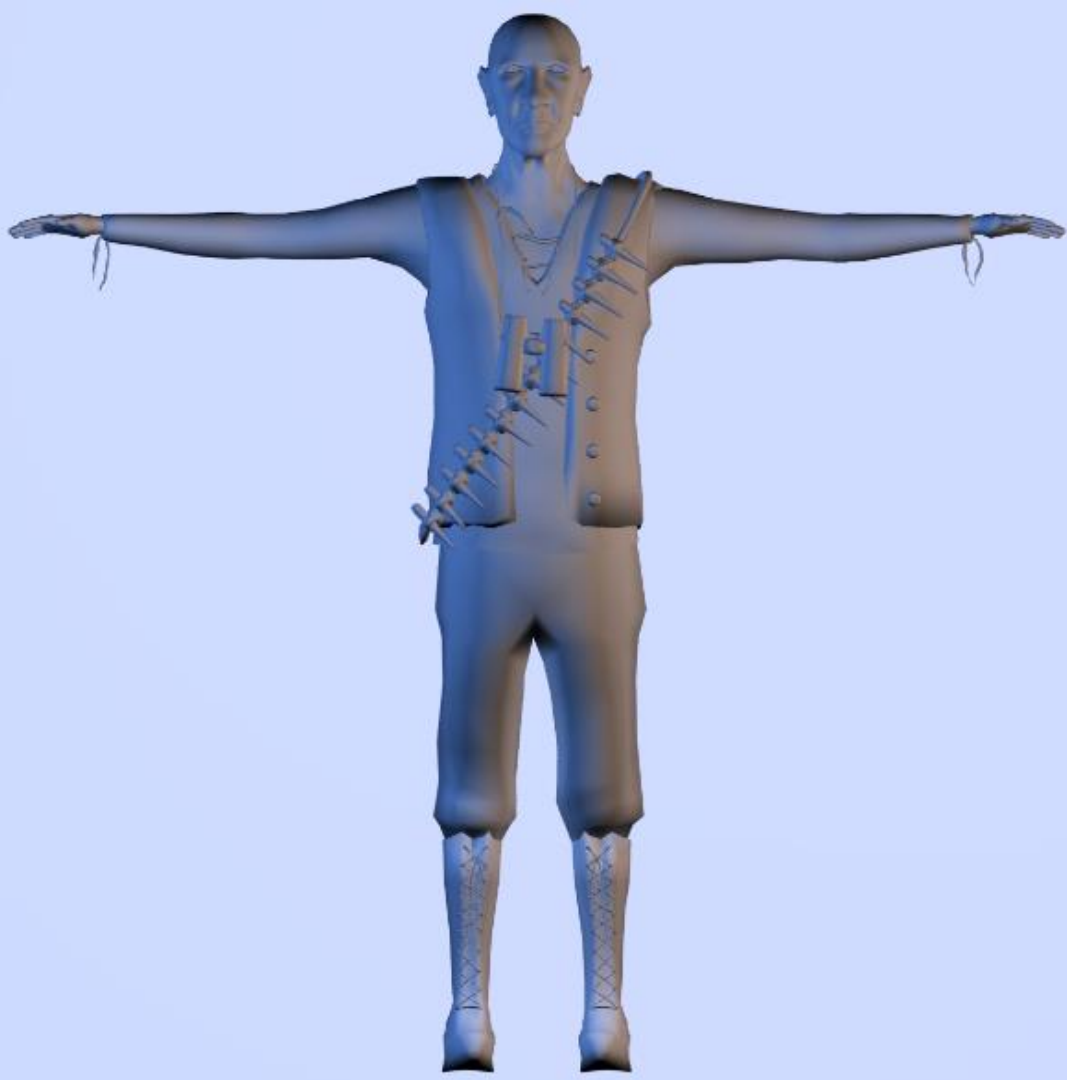
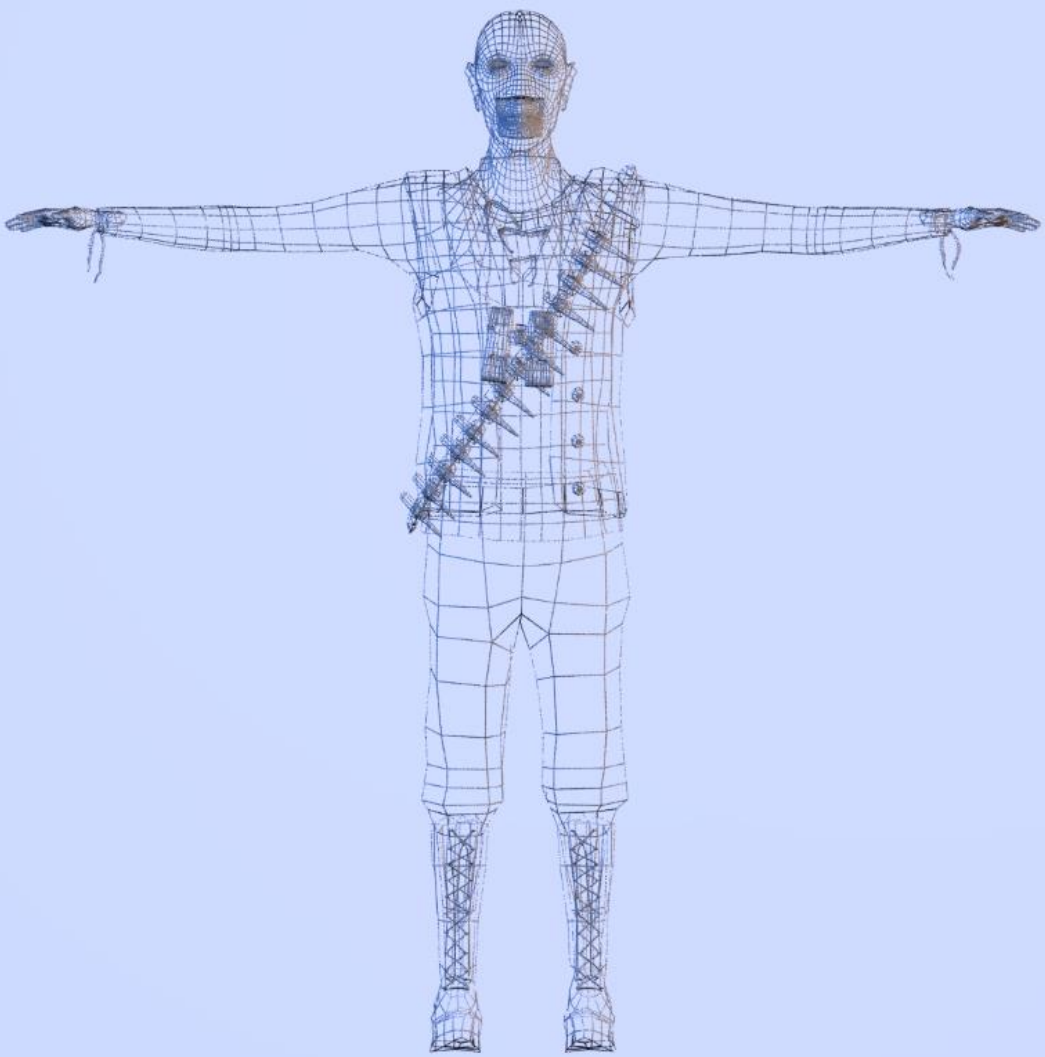
Desplegados coordenadas UVs francotirador



Hoja de texturización

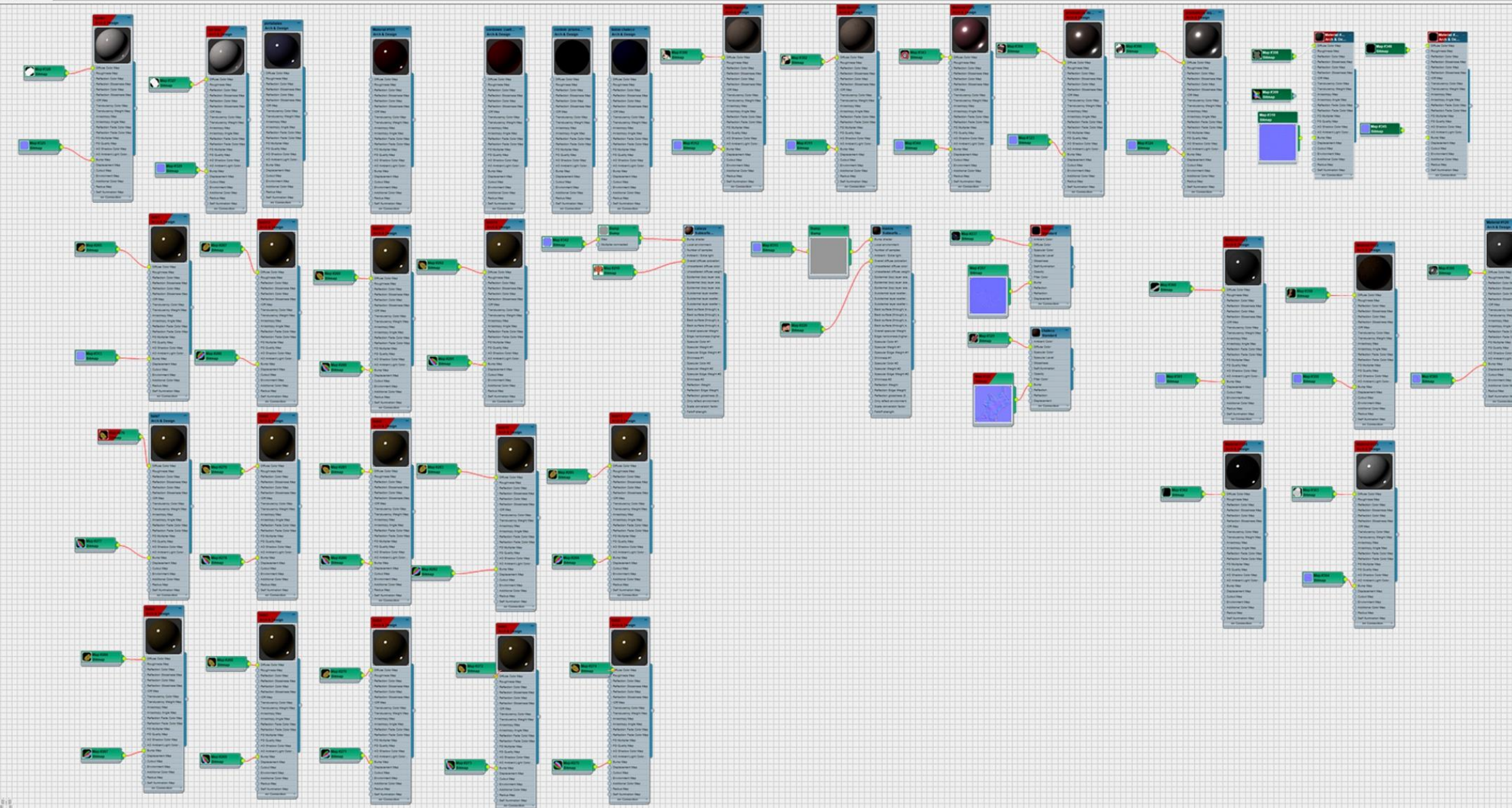
Principales texturas y mapas de bump visualizados en el proyecto.

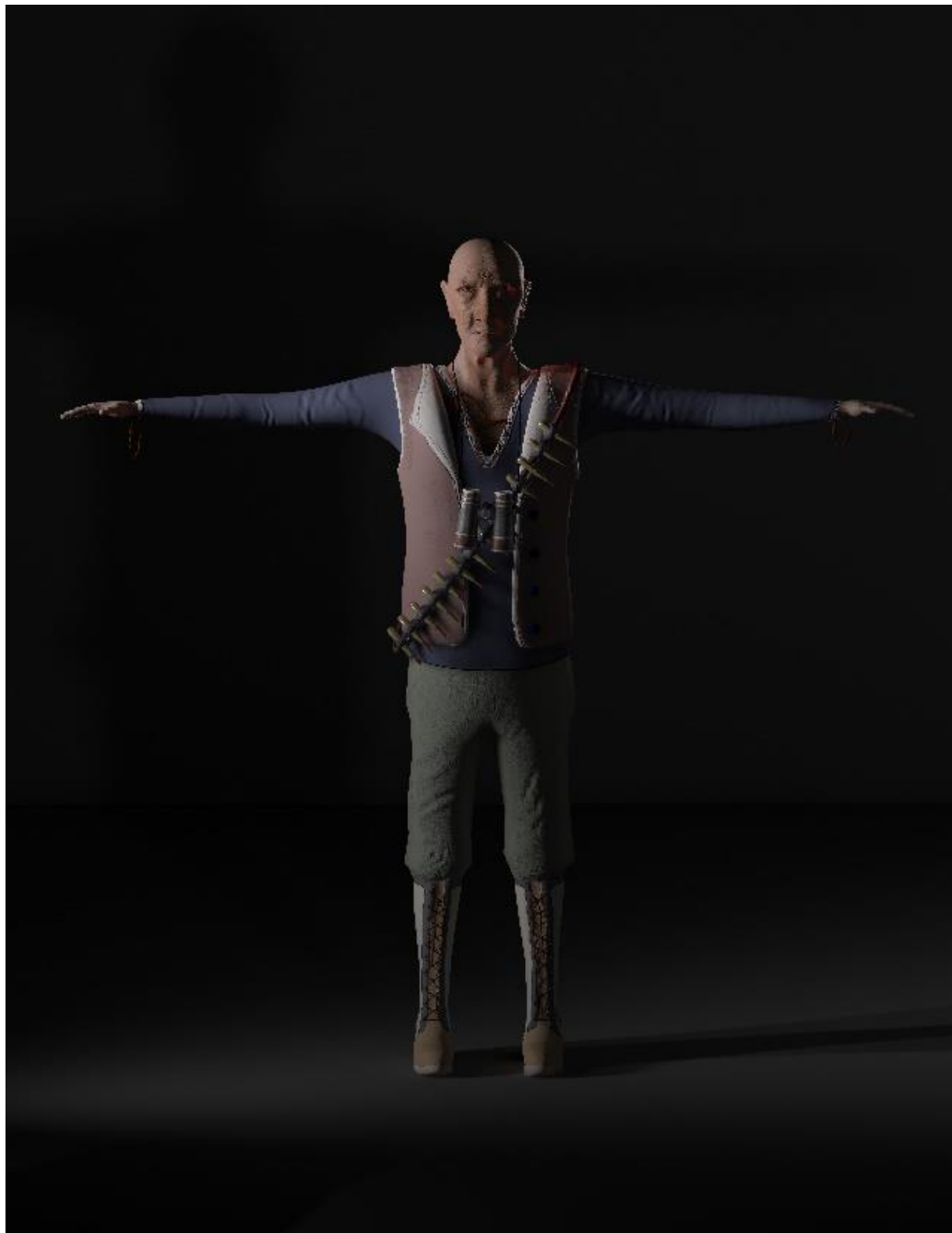




MATERIALES EN SLATE MATERIAL EDITOR. 3D MAX.

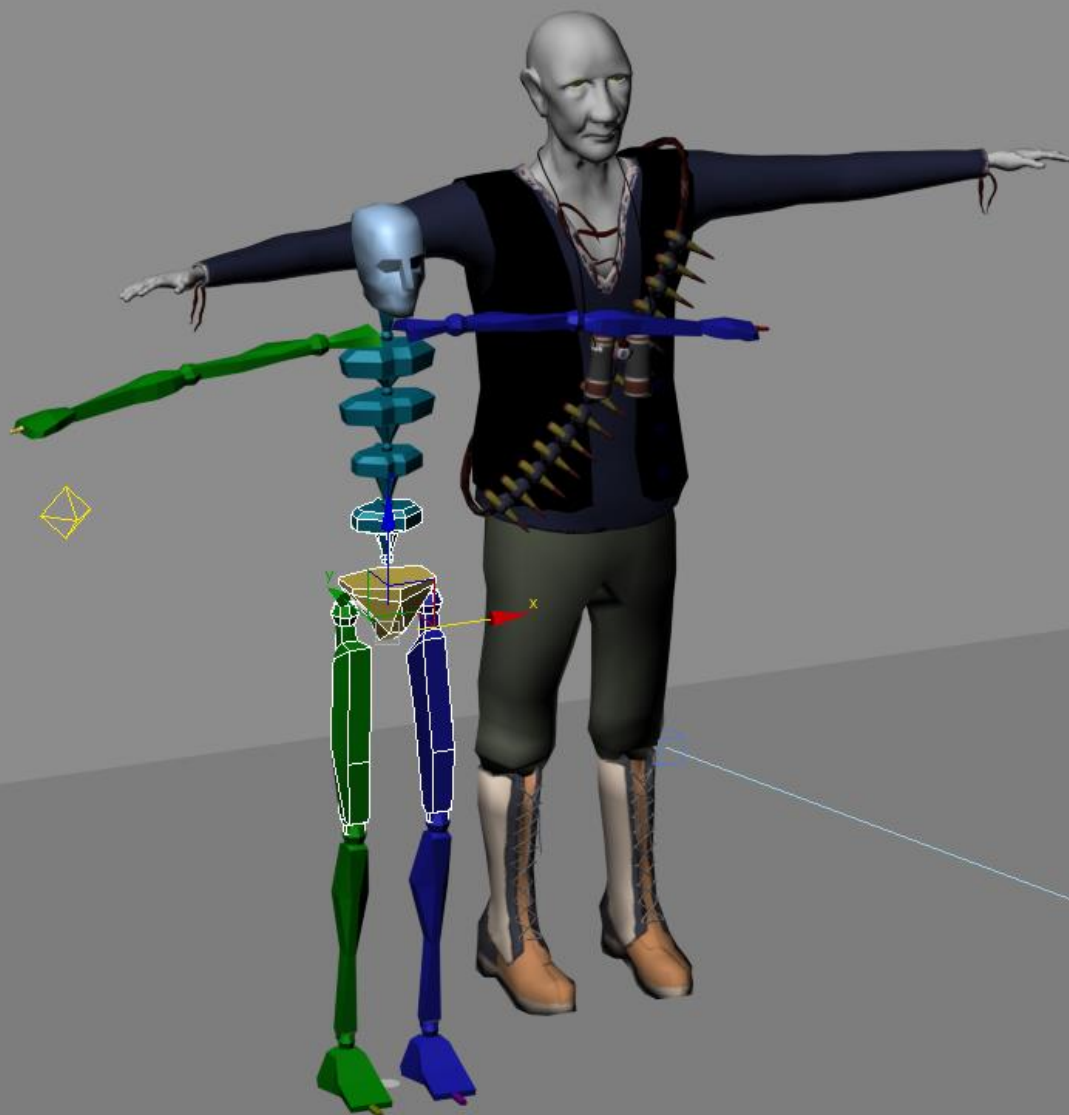
View1





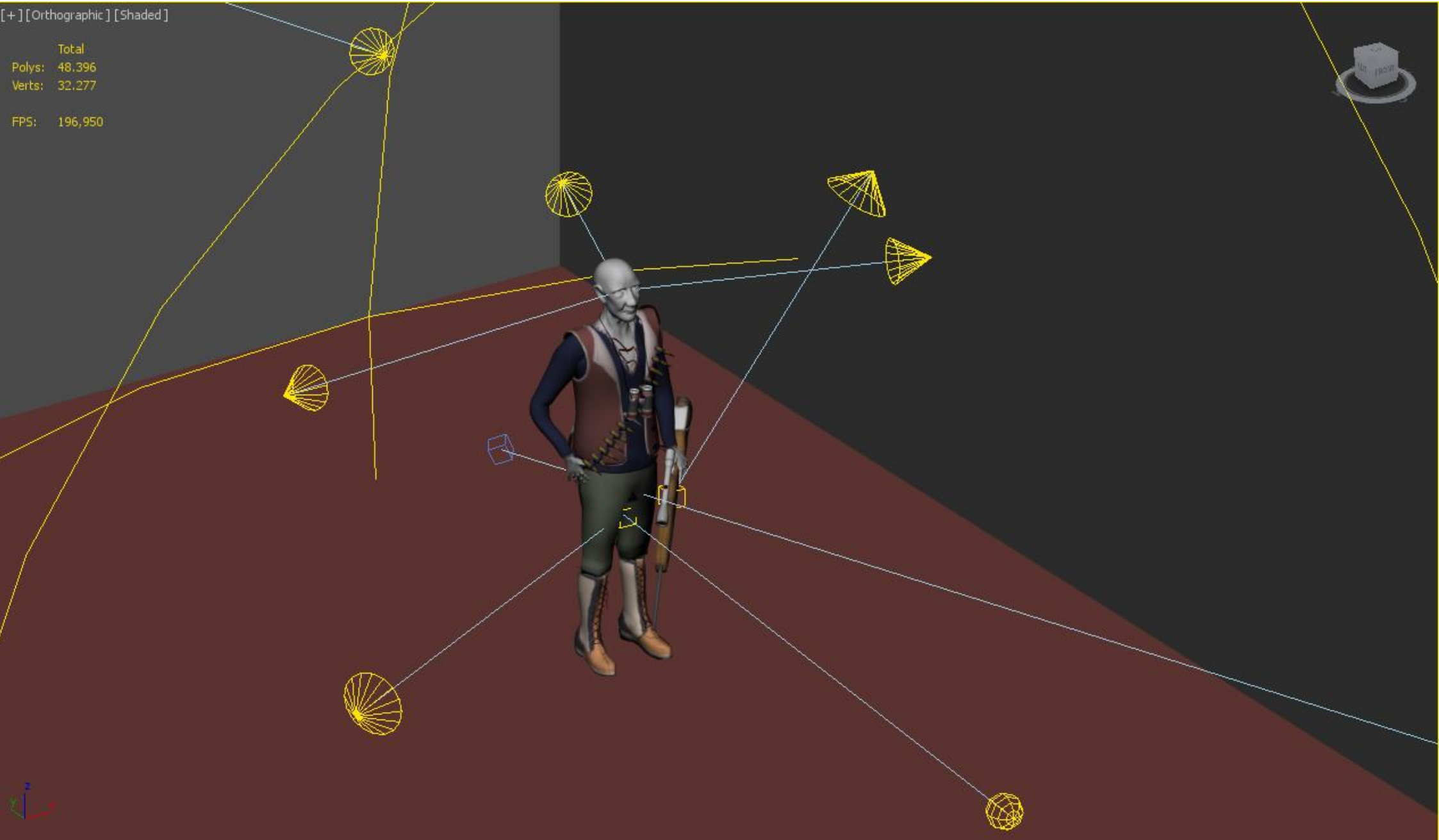
[3D Stereographics] [Camera]

Total
Polys: 34,300
Verts: 17,424
FPS: 152,381



[+][Orthographic][Shaded]

Total
Polys: 48,396
Verts: 32,277
FPS: 196,950



PARÁMETROS DE RENDER.

Global Illumination Processing Render Elements

Common Renderer

Sampling Quality

Sampling Mode
Unified / Raytraced (Recommended)

Samples per Pixel
Quality: 0,25
Minimum: 1,0
Maximum: 128

Filter
Type: Gauss
Width: 2,0
Height: 2,0

Contrast / Noise Threshold
R: 0,01 G: 0,01 B: 0,01 A: 0,01

Options
☐ Lock Samples Bucket Width: 32
☒ Jitter Bucket Order: Hilbert (best)
Frame Buffer Type: Floating-Point (32 bits per channel)

Rendering Algorithms

Ray Tracing
☒ Enable
☐ Use Autovolume

Raytrace Acceleration
Method: BSP2

Reflections / Refractions
Max. Trace Depth: 6
☒ Enable Reflections Max. Reflections: 4
☒ Enable Refractions Max. Refractions: 6

Subset Pixel Rendering
☐ Render changes to selected objects only

Camera Effects

Motion Blur
☐ Enable ☒ Blur All Objects
Shutter Duration (frames): 0,5
Shutter Offset (frames): -0,25
Motion Segments: 1
Time Samples: 5

Contours
☐ Enable
Contour Contrast: er (Contour Contrast Function Levels)
Contour Store: StoreShader (Contour Store Function)

Preset:
View: Quad 4 - Ortho

Render

PARÁMETROS DE ILUMINACIÓN

TPhotometricLight004

Modifier List
Target Light

Intensity/Color/Attenuation

Color
☒ D65 Illuminant (Refer
☐ Kelvin: 3600,0
Filter Color:

Intensity
☐ lm ☒ cd ☐ lx at
5,0 1000,0mr

Dimming
Resulting Intensity:
5,0 cd
☐ 100,0 %
☐ Incandescent lamp color shift when dimming

Far Attenuation
☐ Use Start: 2032,0n
☐ Show End: 5080,0n

Templates
(Select a Template)

General Parameters

Light Properties
☒ On ☒ Targeted
Targ. Dist: 35,803mm

Shadows
☒ On ☒ Use Global Settings
mental ray Shadow Map

Exclude...

Light Distribution (Type)
Spotlight

Distribution (Spotlight)

Light Cone
☐ Cone visible in viewport when unselected
Hotspot/Beam: 30,0
Falloff/Field: 60,0

Shape/Area Shadows

Emit light from (Shape)
Point

Rendering
☐ Light Shape Visible in Rendering

+ mental ray Shadow Map
+ Atmospheres & Effects
+ Advanced Effects
mental ray Indirect Illumination









